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LINKED Partners

European Schoolnet (coordinator), BE: www.europeanschoolnet.org

Univeristy of Helsinki, FI: <http://www.helsinki.fi/yliopisto/index.html>

NCIE, Norwegian Centre for ICT in Education, NO: <http://iktsenteret.no/>

ANSAS, Agenzia Nazionale per lo Sviluppo dell'Autonomia Scolastica, IT:
<http://www.indire.it/>

ITC, Centre of Information Technologies of Education, LT: <http://www.itc.smm.lt/>

DGIDC, Direcção Geral de Inovação e Desenvolvimento Curricular, PT:
<http://www.min-edu.pt/>

Tigerleap Foundation, EE: <http://www.tiigrihype.ee/>

European Schoolnet

www.europeanschoolnet.org

European Schoolnet is a network of 30 Ministries of Education in Europe and beyond. European Schoolnet was created more than 10 years ago with the aim to bring about innovation in teaching and learning to its key stakeholders: Ministries of Education, schools, teachers and researchers.

European Schoolnet's activities are divided among three areas of work:

- Information sharing and evidence building on policy, research and innovation
- Schools services including enhancing cooperation between schools across Europe
- Advocacy on how ICT and digital media contribute to transforming teaching and learning processes

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LINKED – Leveraging Innovation for a Network of Knowledge on Education

**Evidence on digital competence and games
targeted at policy makers and practitioners**



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About the LINKED project

LINKED (Leveraging Innovation for a Network of Knowledge on Education) is a brokerage initiative, aimed at bridging the knowledge and communication gap between researchers, policy makers and practitioners working in the area of ICT in education. The main objective of the project is to make research results on the topics of digital competence and digital games available to policy makers and practitioners in understandable, user-friendly formats.

To achieve this partners have been in contact with the various stakeholders the project aims to reach and have collected from them questions of interest regarding these two topics. The research partners of the project have consequently set about writing short literature reviews summarizing the main recent research results available to help answer the questions on digital competence and digital games selected.



On the basis of these literature reviews, European Schoolnet have acted as a broker by developing shorter answers, PowerPoint presentations and videos, as alternative formats to communicate the research results in accessible, visual, and less time-consuming ways, to suit the various needs of the project's target groups. The Linked platform (<http://linked.eun.org>) provides practitioners and policy makers with research evidence on digital competence and digital games in the various user-friendly formats described above, together with reference material (access to relevant policy documents, reports and teaching materials), as well as useful websites and a blog on games-based learning.

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Commission's Lifelong Learning Programme. European Schoolnet (EUN) is coordinating the project in cooperation with six European partners: University of Helsinki, Finland; Norwegian Centre for ICT in Education (NCIE), Norway; National Agency for the Development of School Autonomy (ANSAS), Italy; Ministry of Education (DGIDC), Portugal; Centre for Information Technologies of Education (CITE), Lithuania; and Tiger Leap Foundation, Estonia.

Find research evidence in answer to the following questions on the development of digital competences and games-based learning on the Linked website:

Questions on digital competence

What is digital competence?

Which elements of digital competence should be acquired at school?

Which pedagogical practices and methods best support learning digital competences?

What should be assessed when assessing digital competences?

Which areas of digital competence are important for a teacher?

Questions on digital games

How can a digital game for learning be defined?

What evidence is there that digital games can contribute to increasing students' motivation?

What evidence is there that digital games have a greater impact on student's motivation and attainment than text books or other traditional methods?

What is the relationship between the use of digital games for learning purposes and student's achievement?

How can digital games be used to teach the school curriculum?

Which skills do teachers need to integrate games-based learning into their lessons?

What evidence is there that digital games used for learning can have negative side effects such as violence and/or addiction?

The LINKED platform gives you access to evidence on digital competence and digital games in the following user-friendly outputs in relation to questions close to the concerns of the policy makers and practitioners surveyed:



- 1. In depth answers** – containing a detailed answer based on a review of relevant literature, a section on methodology and a full reference list
- 2. In short answers** – containing a summarized answer in a user-friendly tone based on a review of relevant literature
- 3. PowerPoint presentations** – containing a visual summarized answer based on a review of relevant literature and in a format ready to be used to make presentations
- 4. Videos** – containing examples of innovative pedagogy in practice in the classroom

All the outputs can be used in different situations by either of our target groups, policy makers and practitioners, and can be selected to suit their context and needs. We hope that this choice of formats will help you to use the evidence provided in the way that suits you best. In addition, where available, background material in the form of original policy documents, papers from international organizations and teaching guides are provided in relation to specific questions. Moreover, a resources section categorizing material of particular interest to either policy makers or practitioners is also available, and includes links to useful websites, reports and guidance material.